

LOCATION: Fethael Hundred, Kaldor
GOVERNMENT: Sir Taryn Indama
LIEGE: Baron of Getha
POPULATION: Village 105; Manor 21

Sezaze manor is a tight knot of cottages a stone's throw east of an old square stone tower. The manor is the site of a small salt spring, but this newfound economic opportunity has yet to improve the lot of the peasants.

GOVERNMENT

Sir Taryn Indama is the bailiff of this small hamlet, although he usually leaves the manor's operation to his reeve. His father is the Bailiff of the Dobraine Hundred. Closer to home, Taryn is also the Baron's nephew. As the second son, he realizes that the office of bailiff is as much as he can hope for. He is glad for his position but is beginning to feel the pull of wanderlust as he spends season after season in the small manor.

ECONOMICS

The Baron leases a concession to make salt at the small briny spring to the north of the manor. Mistress Frosta Andin pays the Baron 15% of her

net proceeds but is able to turn a tidy profit off of the 20 wagon loads of salt that the works produce each year. The salt works has been in operation for almost two years and the presence of a mineral source have meant that the Andins have been able to sell salt and preserved foods for less, thus increasing their profit.

RELIGION

The religious climate of Sezaze is similar to the rest of Kaldor. Worship of Agrik, Morgath and Naveh is punishable by death. Other religions are tolerated but not encouraged. The lord attends Laranian services in the chapel of Lethyl. The Ebasethe, Wylam Ewan, holds Peonian rites for the locals in the village's small stone chapel.

CURRENT EVENTS

A group of bandits raided the salt works in Navek 719. They crept out of the mist at dawn and struck the salter's warehouse [12]. Thailaë Churil [5] has pressed the Bailiff to improve defenses or at least conduct more patrols than hunts in the forest. He has pointed out that the bandits attacked the warehouse instead of the more vulnerable salt works; behavior that Thailaë feels hints at more organization than a stray group of forest outlaws should be able to muster. Sir Taryn shrugs off the reeve's concerns.

On a more personal note, the romance between Sir Taryn and Mother Makal, the cellarer of Lethyl Abbey heats up. Matters become delicate as Makal finds herself with child later this spring.



*Indama – Party per saltire or and azure,
a portcullis argent.*

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SEZAZE 2

LOCAL MAP KEY

The houses in the village are wattle and daub. All are single story and consist of two main areas. The family uses one part of the house as a living area, which includes spaces for cooking and eating. The other side is used as a byre for the animals. Mud and stick chimneys provide a place for heating and cooking. Interior walls, if any, are the same wattle and daub as the exterior.

THE VILLAGE

1 Krovin Haral Yeoman

People in the village say that, of the two Haral cousins, Krovin got Love and Peser [2] got the rest. Krovin knows that he's not as bright, as strong, or as popular as his cousin but he is a happy man. He has been negotiating with Frosta Andin [12] to marry her son to his daughter Telia.

Krovin also rents out a room to the manor's bonded timberwright, Tarlosa Lybrun. While it is more usual for bonded craftsmen to live in the manor, Tarlosa's fastidious living habits did not mesh well with Sir Taryn's dogs. After a number of pointed complaints, she moved herself to the village and took a room in the village at Sir Taryn's expense. She is usually found in the woods marking trees for harvest or at her sawpit north of the manor.

2 Peser Haral Farmer

Peser is short, stout, and dynamic. Aware that he and his cousin are half of the manor's fighting strength, he often scouts the woods for signs of trouble. Despite Sir Taryn's apathy toward defense, Peser has created a number of detailed maps of the area and spends hours trying to figure out where the bandits came from. His wife complains to all and sundry that Peser's walks in the woods have more to do with avoiding his chores than with "the defense of the realm."

3 Raren Krandar Villein

Raren is a recent widower. Numb with grief, he stumbles through his days, but tries to stay cheerful for the sake of his two young children.

His farm is fertile and profitable but he has had trouble getting all of his work done.

The new year has brought a frequent visitor in the evenings. Fandar Tyun [4] has been cagily negotiating with him about marrying one of the recently widowed women. A careful man, Raren is trying to decide which of the Tyun sisters to approach with an offer of marriage. Both have good farms and seemed to have been good housewives before the raid. Raeden [9] is short, plump, and pleasant but Fenan [6] is a brighter conversationalist, when she's not hurling abuse at her neighbors. Raren has decided to make an offer for one of the ladies by the Harvest Festival in Azura.

4 Fandar Tyun Beadle (Villein)

Fandar is a cheerful man and spends more of his time talking with his fellow villagers than policing them. A tall, broad man, he doesn't look like a matchmaker but he has been actively pursuing the eligible bachelors in the area to find husbands for his cousins.

He has decided that Raren Krandar [3] is the perfect match for Raeden [9] but Fandar is having trouble finding a man strong enough to help his other cousin, Fenan [6], find the road to healing her heartache. Margil Oralis [10] seems to meet the obvious criteria but Fandar admits to being unable to look beyond an intense personal dislike for the tall, loud villager or his spoiled evil swarm of bratty children. Fandar plans to approach his clanhead Tazar, the reeve of Getha [Getha #42], to find a husband for whichever woman Raren does not choose.

5 Thailaë Churil Reeve (Cottar)

Thailaë is extremely intelligent but he worries that the manor will continue to decline and that he might be replaced even though he knows that he has done everything he can to make the manor profitable. He often spends his evenings playing chess with Sir Taryn, gently suggesting curbs to the young lord's profligate spending.

Both Thailaë and his spouse are strikingly attractive - tall and well built. Their three daughters have inherited their parents' looks and their father's intelligence. Thailaë hopes to use his position to find good marriages for his girls but frets that his little plot of land will not be enough to raise a decent dowry for all three.

6 Fenan Tyun Villein

Like her cousin Raeden [9], Fenan is a recent widow. Unlike Raeden, Fenan is distraught. She has transferred her grief into anger, violently speaking out about the cowardice of the other villagers. Her neighbors have tried to console her but, after being rudely rejected, they have decided to avoid her altogether.

When not mired in depression, she has a sharp mind and a thrifty nature. She has not committed to remarrying, despite her cousin Fandar's efforts to make sure that she and her family of four are cared for.

7 Alarén Tyun Villein

Granny Alarén is the matriarch of the Tyun Clan, having outlived her first two husbands. She is pushing her son Fandar to find husbands for his widowed cousins, both for the women's well-being and to keep their lands in the family.

8 No Sign Miller (Lardarn Etine) Size: 2 Quality: ** Prices: Avg

Lardarn is an open and sunny woman, chatting with anyone who will tarry by her ox-powered mill. She is a popular figure and knows everything that goes on in the little village.

9 Raeden Tyun Villein

Raeden is having a crisis of conscience. Her husband was killed in the bandit raid only three months ago, so she should be mourning. When he was alive, however, her husband abused her and their 12 year old daughter, so Raeden is relieved to have her life back.

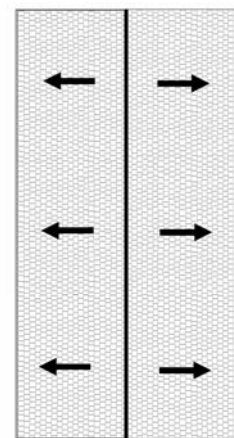
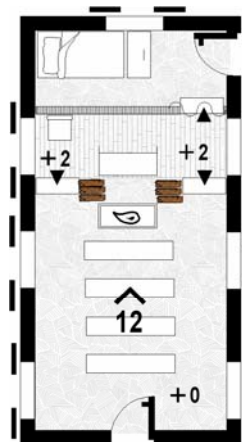
She knows that her cousin Fandar [4] is trying to find a new husband for her. With three children to feed, she is not averse to remarrying but is not holding out hope, since she knows that men rarely look twice at short, fat women like her. Raeden is considering asking Fandar to arrange a marriage for her daughter Boelinla, using 10 of the family's free acres as a dowry.

10 Margil Oralis Villein

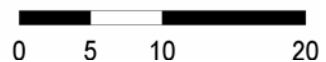
The biggest, loudest, and strongest man in the village, Margil likes to think that he is also the most popular. His habit of greeting his neighbors with boisterous backslaps or bear hugs has left a trail of bruised ribs and surly neighbors in his past. His wife died of a fever almost two years ago and Margil has been insensitive enough to comment that he is more than ready to "warm some widow's bed."

11 Wylam Ewan Glebe (Priest of Peoni)

Wylam is the most ill suited person in Kaldor for service in the Lady's church. Indifferent to his flock and unmoved by the Church's liturgy, the only things for which he shows any talent are sponging free dinners and finding places to hide from his duties.



FEET



Peonian Chapel

SEZAZE 4

Instead of trying to improve himself, Wyliam makes no excuses for his apathetic performance. The son of solid, hard working craftsmen, the church never featured in his life's plans. He had wanted to join the Thespian's Guild but his parents apprenticed him to a stone mason north of Gardiren. The cold weather and hard labor did not suit young Wyliam and, after having run away three times, the lad was returned to his family in shame.

Wyliam had expected his parents to be angry but he asked them to give him an advance on his inheritance and let him chase his dreams in Tashal or Thay. He was shocked, to say the least, when his father pledged him to the local Peonian Temple. He was sent to train at the temple in Getha and soon discovered that he could avoid the more rigorous chores by volunteering to organize plays and chorales for holiday celebrations.

His "enthusiasm" for his work led to his appointment as Ebasethe (priest) of the little chapel in Sezaze almost 18 years ago. He is a common sight aboard his jennet Daisy, traveling to the villages of Denwald and Lethyl. His superiors are impressed that he has organized choirs or liturgy study groups in the villages under his care. They would be less enthusiastic if they realized that he uses these church groups to find women "that need his comforting."

Wyliam has been carrying on an adulterous affair with Melkëa Kleve, a villager in Lethyl [Lethyl #6], for over sixteen years. He figures that she is happy and the husband is ignorant. As long as no one gets hurt, things can continue as they are.

12 **No Sign**
Salter (Frosta Andin)
Size: 6 Quality: * Prices: Avg**

Mistress Frosta is a cheerful, hardworking woman who is still getting used to life in the quiet little village. She moved to Sezaze only last year and has devoted all of her time to construction and operating the salt works. As a result, most of the villagers do not know her very well and are

hesitant to speak with her, beyond the casual nod in greeting.

The salt spring (see pg. 7) is a few hundred paces north of the manor. Mistress Frosta employs Gernil Churil [19] to take wagons full of salt to Getha and return with supplies for the works.

13 **No Sign**
Charcoaler (Dabern Tyun)
Size: 2 Quality: * Prices: Avg**

Dabern is the only villager to profit directly from the salt works thus far. He moved his family into a cottage next to the salt works late last year and spent the winter collecting wood for his charcoal pile. He has become the salters' agent in the village. He helps find workers or runs little errands – anything to become indispensable to them.

14 **Larsan Krandar**
Woodward (Villein)

Since the attack, Larsan has been afraid to venture into the forest. Now that spring has arrived, he knows that Sir Taryn will want him to mark timber for the other villagers to harvest during their labor days. Thailaë [5] has made it clear that if Larsan will not do his job, someone who is more willing will be appointed.

15 **Thaman Krandar**
Half-Villein

A member of the prosperous Krandar clan, Thaman and her husband are engaging in a quiet war with each other. Attractive, witty, and vibrant, she has devoted herself to singing soprano in the Peonian chapel's choir. Her husband Mikal accuses her of slighting him and their children by spending more time practicing hymns than in performing her wifely duties.

16 **San Oralis**
Half-Villein

San and her husband Lobris are happily married with three children. She is known to make excellent ale, much to the dismay of Turimel Haral, the keep's alewife and San's sworn enemy.

17

Caranë Oralis
Cottar

Caranë is a sad and angry old man. The bandits killed his only child and he has convinced himself that his family was to blame. He threw his wife out of his house. She now lives with his brother Tokra [22] but the village is not large enough to get through the day without seeing each other. The way he treats his wife has made him an outcast in the village.

18

Margaen Oralis
Cottar

Margaen's husband does not have enough usable land to feed their growing family. While he found work with the miller, she has become the village prostitute. She is careful to confine her clientele to strangers and the men working at the salt works but it is a small village and her secret will come out sooner or later.

19

Gernil and Jarlid Churil
Cottar

Gernil dreams about seeing the world. He knows that he is a terrible farmer but with seven children, he cannot stand around daydreaming. Instead, he has earned money as a teamster for the Andins [12] and hopes to haul timber for Sir Taryn in return for his labor days.

His wife, Jarlid is short and plain, but he treats her like a queen. While Gernil works with the family's oxen, she cares for the land and children.

20

GrundynTyun
Cottar

Since she stands 71 inches tall and weighs at least 180 lbs., Grundyn moves around the little village like a force of nature. She is willful and energetic but she has not said a kind word about anyone for at least 20 years. Although no one will tell her so, she can best be described as having the personality of a wyvern with a toothache and the intelligence of the bad tooth.

21

Ja-An Krandar
Cottar

Ja-An is a simmering pot of contradictions. As attractive as any Hlean priestess, this statuesque

beauty finds physical contact with her husband repulsive. She has not shared his bed since the birth of their fifth child last summer. If it weren't for the duty she feels toward her children, she would pledge herself to Peoni and join a nunnery.

22

Tokra Oralis
Cottar

Tokra is the village clown, often entertaining the children by juggling. He has the ability to contort his tall, thin frame by putting his legs behind his head.

SEZAZE TOWER

The short, square edifice was built as a watch tower just after the Civil War, when bandits and Taela raiders roamed the area. Its lord, Sir Taryn is an avid hunter and spends a lot of his time with his hawks and hounds. His most prized possession is his kennel of Altish Wolfhounds, dogs he brought as puppies from Orbaal. His love for hunting is renowned in the Indama Clan and he always excels during the annual Boar Hunt.

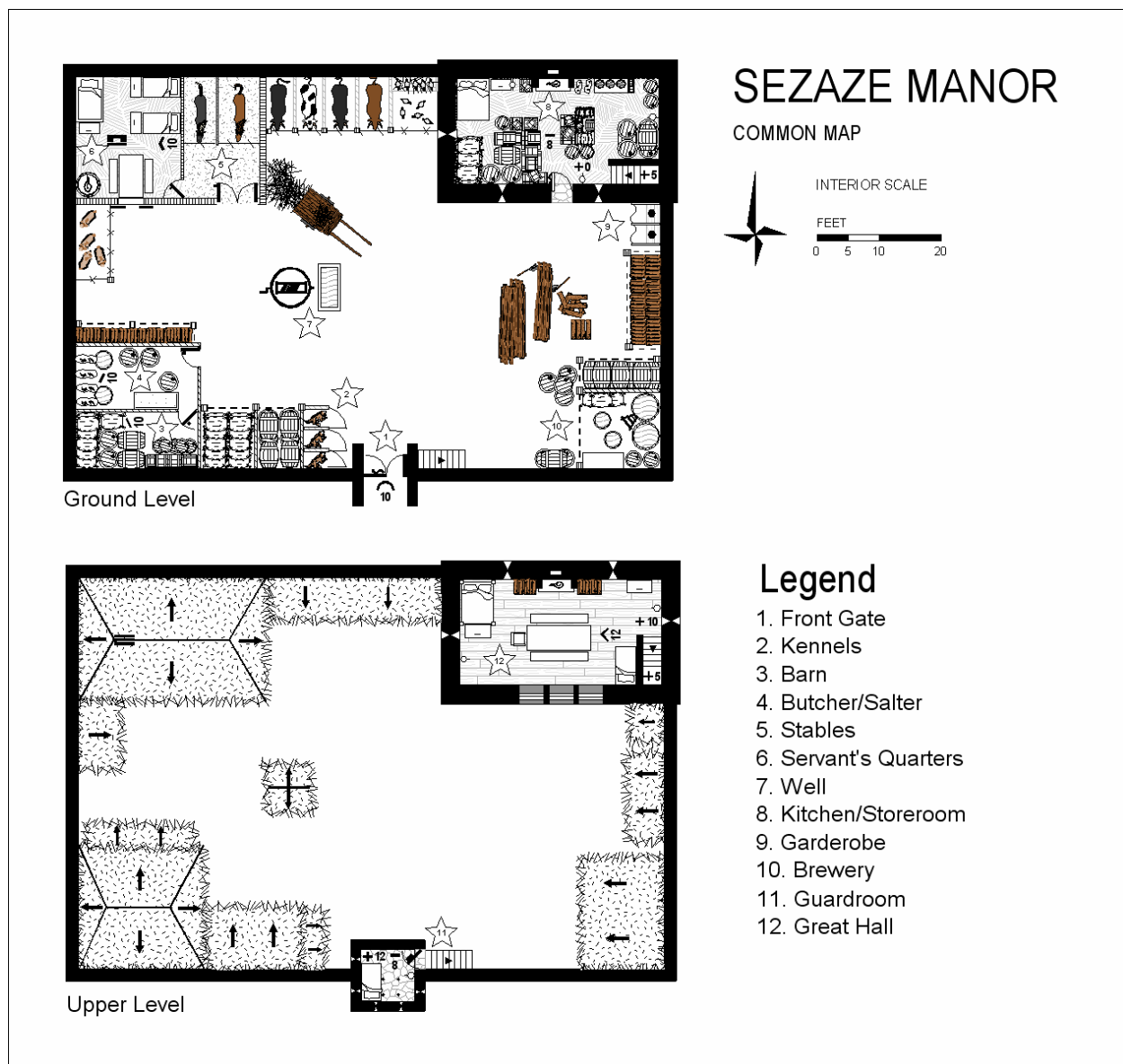
1. **Gate** Despite the recent bandit raids, Sir Taryn doesn't feel threatened, so the gate is rarely barred or manned.
2. **Kennel:** A small kennel for the dogs occupies this corner of the tower's yard but Sir Taryn keeps the dogs with him in the great hall.
3. **Barn**
4. **Salter:** Lefwin Andin is one of Forsta's sons. He works as the manor house's bonded salter to help defray the family's license cost. He has become adept at butchering and curing the game Sir Taryn brings home. He takes milk from the house's cattle to his mother to make into cheese.
5. **Stables** – While Sir Taryn has a warhorse, he prefers to ride one of his pair of hunters.
6. **Servants' Quarters:** Torn Haral, the chamberlain, and his wife, Turimel sleep here. She is the village alewife.
7. **Well**
8. **Kitchen/ Storeroom:** The cook, the baker, and the scullery maid work here. In the evenings, these three and the two maids sleep here.
9. **Latrine**

SEZAZE 6

10. **Brewery:** This small space is Turimel's pride and joy. The older members of the household claim that her ales are getting better but that point is debatable.
11. **Guardroom:** This little room houses an empty weapons rack, a rope bed without a mattress, and nothing else.
12. **Hall:** Sir Taryn and his small household take all of their meals in the hall. His dogs have made a den for themselves in the northwestern corner, often charging after discarded bones and bowling people over.

Sir Taryn traveled the Fur Road to Orbaal several times when he was a squire and he often tells stories of his travels in the dark winter evenings beside the hearth.

Sir Taryn has covered every surface in this room with skins, skulls, and other tokens of his hunting. His squire, Mydris Blaundar, sleeps on a pallet by the door. Mydris finds that service with Sir Taryn everything he could want and he idolizes his master.



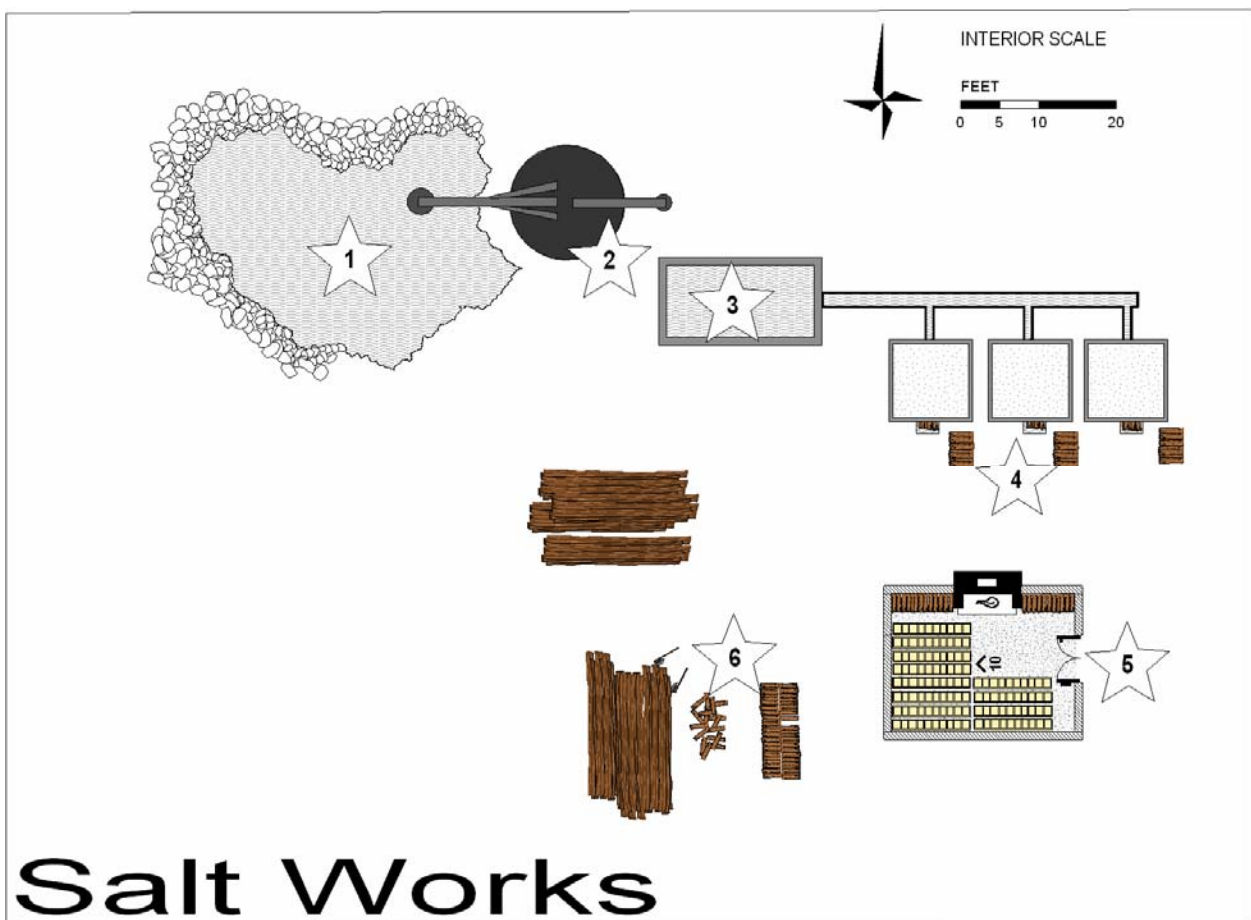
THE SALT WORKS

A few hundred yards north of Sezaze Commons is a briny spring. The peasants call it the Dead Water because of the way the salty water kills the plants along the banks. Three years ago, the Baron of Getha licensed the operation of the salt kettles to the Salter's Guild. The salt produced by boiling down the brine from this spring is used to preserve the meat that the Hundred produces for export, a convenient arrangement that saves the Salter's Guild from having to import great quantities of the vital mineral.

The salt works is a simple operation. Briny water is lifted from the spring [1] by a large bucket on the end of a boom [2] and dumped into a cistern [3]. The brine is fed into lead salt pans [4] to keep a constant depth of water. These pans rest on low stone walls over a fire that is kept burning around the clock.

A journeyman, called a Waller, stirs the brine with a long wooden "rake", managing the rate of evaporation until a pasty crust of salt crystals forms on the bottom of the pan. Periodically, he removes impurities in the brine by adding eggs or ale to form a froth in which the fine suspended solid matter is skimmed off. The scale on the bottom of the pan is then chipped off with an iron adze-like implement.

The keys to the process are a controlled fire and the journeyman's experience. He must heat the brine to the correct temperature to produce fine, medium and coarse crystals without melting the pan or using too much fuel.



SEZAZE 8

Slowly boiled brine produces large crystal salt. Called Lump or Coarse Salt, this is used for salting meat. This type of salt takes 14 days to produce. The salt works produces this type of salt throughout the summer, stocking up for the seasonal livestock slaughter. This salt is removed from the pans in its raw, lumpy form and shipped in sacks weighing about a *quarter* (28 lbs).

Finer crystals are produced by heating the brine at higher temperatures, sometimes at or near the boiling point. The fast simmering brine creates finer crystals, which is called Fine salt and is used for cooking and as table salt. The Fine salt is placed into wooden molds and then dried in the Hot House [5] for a few days.

The molds measure 30 inches high and perhaps 6 to 8 inches square at the top, tapering outward towards the bottom. Once dry, the salt blocks weigh about a quarter.

While the journeyman is raking and chipping, there is an apprentice nearby who is chopping wood [6]. The salt works consumes a great deal of firewood and Forsta is beginning to wonder how much the fuel will cost as the woodward has to travel deeper into the forest for suitable trees.

COME QUICK – THEY’VE KILLED THE PRIEST!

The village of Sezaze is home to a small Peonian chapel. The Ebasethe, Father Wylam, holds services here when he is not traveling to the other villages in the northern part of the Hundred. The chapel is cared for by the women of Sezaze and is decorated with freshly cut flowers and clean smelling herbs throughout the year.

Late one afternoon, as the PCs happen to be passing through the village, screams of horror come from the chapel. Peasant women run along the lane wailing, “They’ve killed our priest! Someone has killed Father Wylam.”

The shouts of the locals draw the PCs closer to investigate. Father Wylam is found sprawled on the small dais in the chapel, knocked unconscious and covered in his own blood. If the PCs inspect the body, they find that:

- ❑ Father Wylam is not breathing and his heartbeat is very faint. If he is not given some sort of medical treatment to restart his respiration, he will die in $(d6 - 2) \times 10$ seconds. If he survives, he has no idea what happened to render him unconscious, so he might describe it as a visitation.
- ❑ His forehead has been cut deeply and the blood has covered his face and the floor under his body.
- ❑ There is a smear of blood on the altar. Observant PCs might surmise that this cut and a matching smear of blood on the altar are connected. Indeed, Wylam sustained his wound when he struck the altar stone on his way to the floor.

If they can quiet the nearly hysterical choir members, they will discover that:

- ❑ The chapel is freshly cleaned and decorated every ten day before choir practice.
- ❑ Ja-An Krandar [21] lingered in the chapel after Sapeleh to talk with the Ebasethe, which is notable because she usually returns to her home right after services.
- ❑ The Ebasethe was seen having an argument with a farmer on the Getha Road earlier but no one could remember who it was. Maybe the culprit is a peasant from a nearby village?
- ❑ Other villagers will remind the PCs of the recent bandit raids in the area. Was the priest marked for death by the murderous brigands?

What really happened:

Wylam was making his rounds in the village while the ladies of the chapel did their weekly cleaning. One of the ladies found a sweet smelling plant in bloom and brought some cuttings to the chapel. What she couldn’t have known was that Wylam is very allergic to the pollen.

When the Ebasethe entered the chapel, he saw the unusual flower and stooped to smell the blossoms. He had a slight seizure, fell and was knocked out. When some of the choir arrived for practice, they find his seemingly lifeless body.



SEZAZE 9

SEZAZE

Lord: Sir Taryn Indama

Owes Fealty to: the Baron of Getha

Acres: 1,250

LQ: 1.10

Market Day - Second-day of each ten-day

Imports:

Copper, Iron, Tin

Exports

Charcoal

Dogs

Fur

Herbs

Salt

H/H (pop)	UF	RF	SF
21 (105)		3	18

Muster	Kts	Yeo	Men
	1	2	0

General Feel

A quiet forest manor, Sezaze is just waking up to its economic potential. Its lord spends extravagantly, however.

The village has suffered from a number of organized raids by mounted bandits over the winter. Many families have been shattered by the raiders' brutality.

Business

(* = bonded)

Charcoaler	Tyun [13]
Miller	Etine [8]
Salters	Andin [12], Andin [Tower #4]
Teamster	Churil [19]

clan/location

Place of Worship

Religion/location

Peoni [11]

Public Buildings

VIP

Clanhead

clan/location

Tyun [7]



Plot Hooks:

Serfs maneuvering for marriage contracts as the village finds itself with many widows.

[3] Must decide between two widows

[4] The clan's matchmaker, he is trying to marry of his two recently-widowed cousins [6 & 9]

[11] The Ebasethe is a serial womanizer. He carries on adulterous affairs with several ladies of the congregation.

[12] The salt works has started full time production but the salter worries about bandit raids and the increasing cost of fuel.

[13] The charcoaler is making money helping the salter.

[14] The woodward is afraid to go into the woods because of the threat of bandits.

[18] The village prostitute

[19] The village teamster, he dreams of seeing the world beyond Getha's market.

[Tower] The lord does not have a head for figures and is slipping into debt. He plans to make money raising wolfhounds but has not thought the matter through completely.

He is also in a physical affair with the cellarer of Lethyl Abbey, Mother Makal. The fruits of their passion will become obvious later this spring and Sir Taryn will have to explain matters to his uncle, the Baron.

Schedule of Events

Hall moot held on the second Second Day (day 12) of each month.

..Week...	Sir Taryn (Sezaze)	Events
Nuzy 1	Sezaze	
2		
3		
Peon 1	Lethyl	(3)
2	Sezaze	
3		
Kele.1		<i>Wool Fair</i>
2	Getha	<i>Getha Fair</i>
3	Sezaze	
Nolu. 1		<i>Tashal Fair</i>
2		
3		
Lara. 1	Olokand	<i>Chelbin Tourney</i>
2		
3	Sezaze	
Agra. 1	Jenkald	(2)
2	Sezaze	
3		
Azur. 1		<i>Kiban Fair</i>
2		
3		
Hala. 1		
2		
3	Getha	(4)
Savo. 1	Lethyl	(3)
2	Emerule	(1)
3	Sezaze	
Ilvin 1		
2		
3		
Nave.1		
2		
3		
Morg.1		
2		
3		

- (1) The Indama annual boar hunt is hosted at Emerule, a small manor in the western part of the Fethael hundred. Some politics. Lots of hunting.
- (2) As part of his progress around the kingdom, the Serekela attends the mass of St. Orthas' Day at Jenkald.
- (3) All of the Indamas come to Lethyl to celebrate St. Valamin's Day and St. Syrele's Feast. St. Syrele's is considered the start of the family's annual hunt
- (4) The annual tax recording is done during the end of Halane/beginning of Savor.